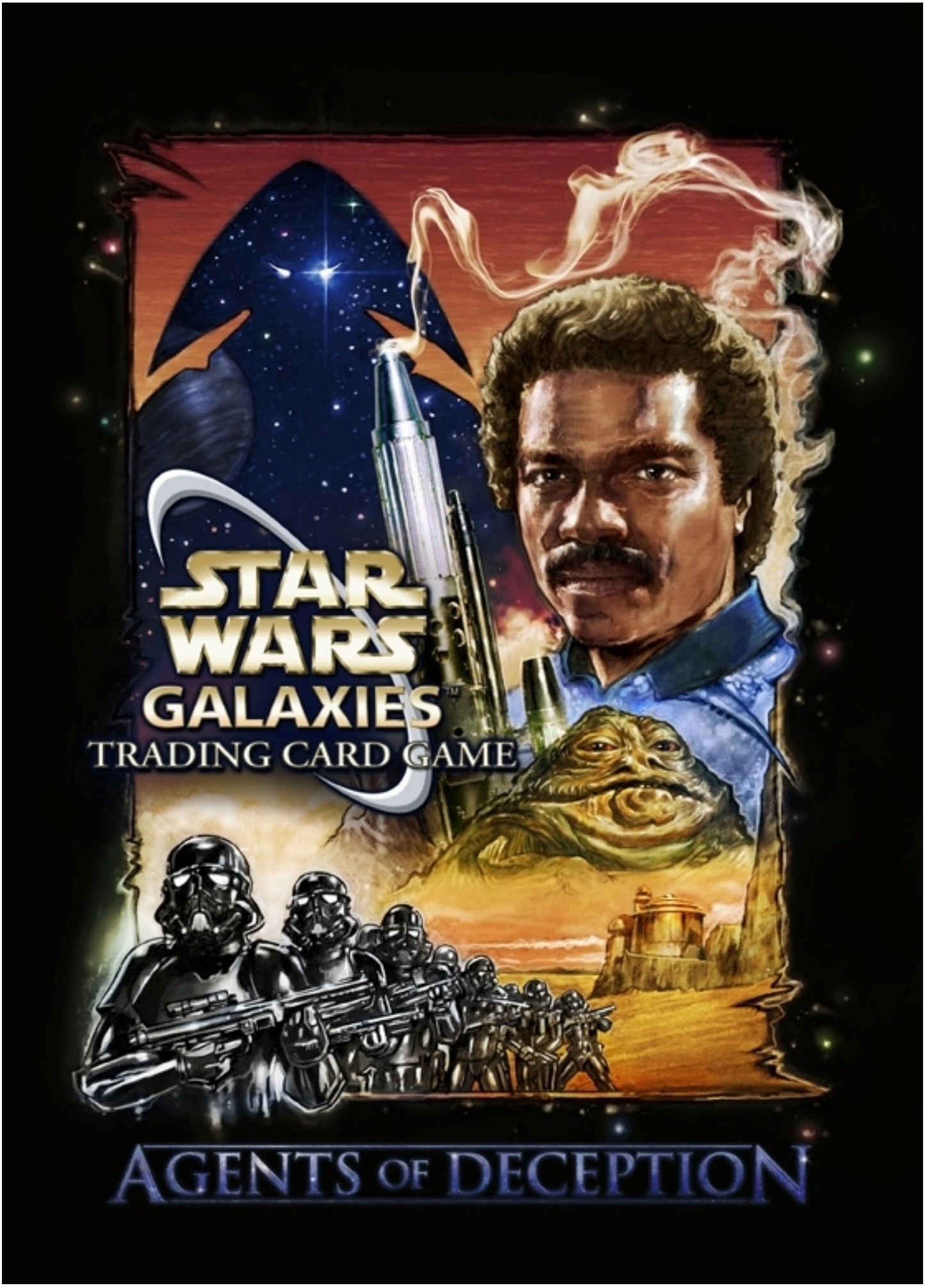

STAR WARS
GALAXIES
TRADING CARD GAME
AGENTS OF DECEPTION

Agents of Deception Campaign

Slaving, spice mining, smuggling, gun-running... whenever there is demand for a product, someone will supply the goods. As the Galactic Civil War between the Rebel Alliance and the Empire continues, the forces of law and order struggle to control the growth of the lucrative and dangerous smuggling market. A large shipment of ryll is missing, and both sides are looking for it. The Alliance wants to return it to the medical facility it was intended for, and the Empire wants to impound it as contraband.



Light Side Campaign: Return Meddical Supplies

Despite Lando Calrissian's new status as a legitimate businessman, winning the title of Baron Administrator of Cloud City, he keeps close to his roots in the underworld. Join Lando as he makes a clandestine journey to Smuggler's Run, a hidden collection of asteroids serving as a hideout for hundreds of smugglers. While Lando seeks to get his hands on the shipment of a lifetime, become embroiled in an Imperial and Rebel conflict for that same precious cargo.



Scenario 1: At the Palace

With a cover story from Lando, infiltrate Jabba's fortress on Tatooine.

Lando Calrissian, the Baron Administrator of Cloud City, arranges a meeting aboard his shuttle, the Cobra. Calrissian makes you feel comfortable and says, 'A shipment of ryll headed for a medical facility became... misplaced.' The Baron grins. 'Smugglers can turn a tidy profit selling ryll to the right people. This is a very large shipment. I'd like you to help me recover it.'

'Will we make sure the Alliance gets this ryll to that medical facility?' you ask. 'Certainly,' replies Calrissian, with a wave of his hand. 'The less-than-scrupulous days of my career are behind me.' He offers you a datapad and identity card. 'This is your cover, a smuggler from Glakka. I'll give you some chemical agents to obtain warheads to bargain with. Get an invitation to Jabba's Palace. Some of that scum must know about the shipment.'

The Hutt's palatial home is a hive of criminal activity. You gain entry as a smuggler looking for work. Eyebrows rise with interest (for those who have them) when you ask about a missing shipment of ryll. Somebody names a ryll smuggler on Corellia, but you get no information about the shipment.

As you mingle, a nasty-looking Chevin comes your way. It's Ephant Mon, Jabba's head of security. 'I hear you were on Glakka,' he begins. 'Remember that Imperial that got killed? What was his name... Jeffren Brek?' You laugh and say, 'Sure, I remember him, what an idiot.' Mon replies, 'Too bad. Brek was never there, and he's not dead. You're a liar.'

You can't rescue your story, so you make a break for it. 'Stop that fool!' yells Mon. You're going to have to fight your way out of Jabba's Palace.



You're not sure if it's your quick feet and combat skills or the heat of a chase across the dunes of Tatooine, but eventually Ephant Mon gives up.

'Come back here again... and you'll never... leave alive!' he hollers, panting heavily. It's an empty threat, probably to impress the guards that came with him.

All you care about is that you're alive and anxious to leave Tatooine. You have a tip to follow up, that ryll smuggler on Corellia. Time to get to the spaceport.



Scenario 2: Red Circle Gang

Track down a ryll smuggler on Corellia to find out what he knows.

In the city of Kor Vella on Corellia, you meet Lon Cope, a CorSec lieutenant who investigates ryll smuggling. You ask him about the missing shipment and give him the name you obtained at Jabba's Palace.

'If anybody is gonna know about a shipment of ryll, that's Ubis Reendorr,' says Cope when he hears the name. 'That Rodian works with the Red Circle Gang. They have a hideout where they refine the ryll. I've been trying to crack that place for some time.'

'Just get me a meeting with Reendoor, and we'll go from there,' you ask. 'I can't make you any promises about the bunker.'

'We've got a man in the organization,' replies Cope. 'He has unauthorized access to obtain access data cards. I'll set it up.' The next day the officer hands you an invitation to meet with the Rodian smuggler. The note is signed with a single red circle.

Soon, you meet with Ubis Reendorr at a small cantina in Kor Vella. After some small talk, he leans in to say, 'Someone is smuggling a spice known as ryll into Kor Vella. Oh yeah, that's me.' He laughs at this, and you try to laugh as well. 'What do you know about a large missing shipment of ryll?' you ask.

The Rodian leans back in his chair. 'The question,' he begins, pointing a finger in the air, 'is not what I know.' Thugs all over the room kick back their chairs and stand. Reendorr points at you. 'The question is — what do you know?' You're surrounded now, with all exits blocked. 'And I think you're gonna tell us. With a little persuading.'



Even though they surrounded you, with the element of surprise, the Red Circle Gang wasn't very tough. The few that stayed to fight now litter the floor of the small cantina. Pulling one to his feet, you ask, 'What kind of security do you have at the bunker?' The one you're holding spits in your face. Another gang member says from the floor, 'It's tight! You can't get in without an access card.'

Reendorr groans at this comment. 'Why don't you tell them everything, bonehead?' You drop the thug you were holding, who hits the floor with a thud. Walking over to Reendoor you say, 'I bet you've got one of those.' With a disgusted sneer, he hands you the card. Your CorSec friend will be happy to have it.



Scenario 3: Imperial Entanglement

Follow a lead from the Bothan Spynet to find an Imperial officer in Bestine.

The access card you obtained pleases Lieutenant Cope. 'This will tell us about their security/ he says. As you leave. Cope says, 'Wait — there's a message for you.' He shows you a comm console, where you see Calrissian. 'The Bothan spynet is following an Imperial officer who's looking for the shipment,' he says. 'Meet Loza Sil'ban in Bestine.' Cope says, 'You may need some help for this, so I'll give you someone to call for a favor so you can get smuggler backup.'

You enter the warehouse district in Bestine. On a deserted corner, a Bothan woman steps from the shadows. 'Calrissian sent me,' you say. Sil'ban nods. She walks down an alley and motions for you to follow.

'I've been tailing this Imp officer, Jeffren Brek,' she says. No wonder your cover was blown when you agreed he was dead. She climbs on boxes and peers in a window. Joining her, you see an Imperial officer that must be Brek. He speaks to a spacer in a flight suit. A few stormtroopers stand nearby.

The meeting finishes and the spacer leaves. 'I'll see what Brek knows,' you say. Sil'ban asks, 'Talk to the Imp? Think that's wise?' You answer, 'I have to.' She says, 'You're on your own then. Good luck.' The Bothan disappears into the shadows.

You enter the warehouse and the troopers level their blasters at you. 'Hey! I'm just a merchant from Glakka,' you say. 'I heard you're looking for a ryll shipment' Brek motions for them to put their guns down.

'You're from Glakka?' Brek asks. 'Do you know Zoort?' You shake your head. 'Raurlu Eloz?' You reply, 'Uh, no.' He pulls out his pistol. 'I don't think you're a merchant,' he says. 'I think you're a Rebel spy.'



You strike down the last stormtrooper, and Brek raises his hands. 'Okay, I surrender.' You take his weapon and throw it aside. 'What do you know about the missing shipment of ryll?' you ask. 'No more than you do,' he says. 'That's why I was talking to that spacer.'

'Turn around,' you say to Brek. You put him in restraints and say, 'Give me the spacer's name. '

'He's a Corellian pilot named BoShek,' he answers. 'What are you gonna do with me?'

'I'll take him in,' says Loza Sil'ban, stepping from the shadows. Surprised, you say, 'Thanks,' and head out to look for BoShek.



Scenario 4: Kessel Runner

Locate the mysterious spacer that the Imperial officer was talking to.

Jeffren Brek had no useful information. If the Imperials are looking for the shipment too, then time is running out. You return to Bestine to look for the Corellian pilot the Imperial was talking to.

After a few hours, you're approached by a cloaked Bothan. Loza Sil'ban removes her hood, and you can see she's injured. 'Brek got away,' she says. 'Conked me on the head and stole my blaster. I'm sorry.'

'That's alright,' you say. 'It's the shipment we're after, not him. Are you okay to travel?'

'Yes, I'm fine, just embarrassed,' she says. 'I checked with the Bothan spynet about BoShek. Rumor has it that he set a new record for the Kessel Run, taking bragging rights from Han Solo. He's also been known to traffic in illegal transponders. Ran afoul of the Imps, so Brek must have been pretty desperate just to talk to him.'

'Thanks,' you say. 'Now all I have to do is find this BoShek.' Sil'ban says, 'Call a favor for smuggler backup if you need it.' She leaves again, and you head for another cantina. Walking down the street, you feel a tap on your shoulder. 'I hear you're looking for me.' BoShek stands behind you, still wearing his flight suit. You wonder if he ever takes it off. 'Why yes,' you begin. I'm a merchant from Grakka—'

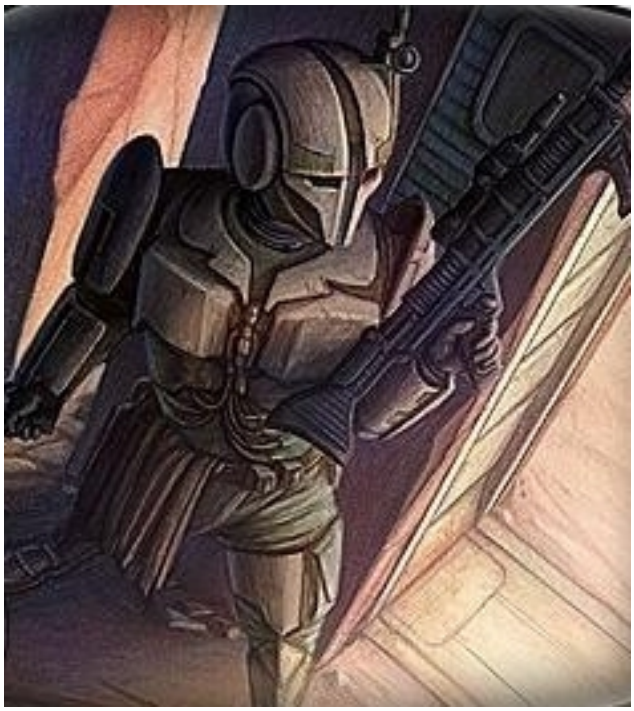
'You're looking for a big missing shipment of ryll,' says BoShek. He looks at you strangely, and somehow you feel like he can read your mind. I'm looking for that shipment too — and that makes you competition.' He pulls his blaster, a few of his friends reveal themselves nearby, and you have a firefight on your hands.



'You win,' says BoShek, throwing down his blaster. 'Now what are you gonna do? I know you won't kill me,' he says. 'That means you can't threaten me either.' He still seems to be reading your mind.

'Shut up and put your hands on your head,' you say. Then you frisk him for weapons and find a datafile. You thumb the activate button, and it shows a flight plan. 'The planet Wrea?' you ask. BoShek says, 'I'm telling you nothing.' You say. 'I'll just turn you over to the Imperials. There are several warrants for your arrest.'

BoShek's face turns pale. 'Okay, if I tell you where the shipment is, will you let me go?' he says. 'Talk,' you reply. 'Smuggler's Run is an asteroid belt near Wrea. The shipment is in a hideout on Skip 52,' he says. You find a maintenance closet and throw BoShek inside. 'Cool your heels in here, hotshot,' you say. 'I won't tell the Imps where you are. For a while, anyway.' Then you close the door and lock it.



Scenario 5: To Smuggler's Run

Travel through an asteroid belt full of criminals to find the missing shipment.



You contact Calrissian with an update. When you tell him your destination is Skip 52 in Smuggler's Run, he raises an eyebrow. 'Navigating that belt is nearly impossible, and rock storms surround that asteroid,' he says. 'I'll arrange for a pilot to meet you there.'

Soon, you're at the spaceport on Wrea. You stand near a two-seater Z-95 Headhunter and a pilot in a floppy hat greets you. 'Nice disguise,' you say to Wedge Antilles. 'Rebel officers are unwelcome here,' he says. 'Take these counterfeit credits. We can use them to get credit sticks.'

You board the snubfighter and when Antilles punches the throttle, you realize this is no ordinary Z-95. 'She's got uprated engines and extra maneuver thrusters,' he says. He does a sideslip that makes your stomach turn.

While your fighter dodges the asteroids and the skipper vehicles that the locals use, you hold on to your lunch for the whole trip. Antilles makes the final approach through a hailstorm of rocks and lands inside a hollowed-out asteroid.

You see a hundred ryll crates stacked to the ceiling. Lying on the ground are many dead smugglers. Standing around them are some shadow stormtroopers and a few heavily armed agents — Imperial Security Bureau operatives.

From the corner of the chamber walks a mechno-assembly. Projected above it is a strange holographic figure. 'We have visitors,' says the image. You realize that this is the head of the ISB, a mysterious figure called Blackhole. You'll have to overcome this elite band of soldiers to recover the shipment.



The agents and stormtroopers put up a terrific fight, but finally the battle turns in your favor. With nowhere to retreat, the Imperials fight to the death. Blackhole's mechno-assembly lies on the ground, damaged in the firefight. His holoprojection flickers and buzzes as he says, 'You've made a new enemy today. I'll make you regret ever crossing my path!' Then the holo fizzles and fades. 'He gives me the creeps,' says Antilles.

'Let's contact Calrissian and get this shipment back where it belongs,' you say. In a few hours, Calrissian arrives with a small freighter and the ryll is loaded aboard. He looks at the many crates and says, 'A man could make a fortune selling this to the right buyer.'

'Remember, Lando, you're a respectable baron administrator now,' you say, eyeing him curiously. 'Yeah, that's right,' he says with a sigh. 'Don't worry; I'll make sure this gets to the medical facility.' He smiles and says, 'It's a new Lando Calrissian that stands before you today.'

